

South Dakota High School Activities Association

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Sportsmanship

Sportsmanship is always a priority passed down from the SDHSAA. Teams most often take on the characteristics of their coaches. When a coach is one who believes in the virtues of fundamentals, the players can usually be counted on to play crisp football as designed by the NFHS rules book. Conversely, a coach who berates officials, uses profanity and constantly points out the supposed mistakes of officials will often have teams that follow suit.

Most officials will answer a coach's question if it is asked in a reasonable tone of voice. No one expects coaches to appreciate every call but constant comments such as "you blew that one" or "how can you make a call like that" deserve to be answered with silence and possibly a penalty flag if the comments escalate to continuing badgering. Continual complaining can serve as a distraction to officials.

If the comments turn personal, no leeway should be given to the coach who is complaining. There is a large difference between disagreeing with a call and having your integrity questioned. Once a head coach has crossed the line, the necessary penalty should be enforced swiftly. That is the exact purpose of a 15-yard unsportsmanlike conduct penalty. If the coach is not penalized, his conduct may become more offensive.

Coaches who let the officials officiate serve the game much better than one who constantly questions every call and berates the officials. The head coach can help officials by keeping players in the team box and by moderating the behavior of assistant coaches. The head coach should be the only one communicating with the officials.

Let Officials Officiate

Video Review

The SDHSAA is excited to bring a new opportunity to help progress football officiating in our state. The SDHSAA has found that the most effective training tool for promoting consistency and improved officiating is through video review.

With the help of SDHSAA coaches and Mark Smith of Pierre, the SDHSAA is working on compiling a video review of unique plays and situations.

The SDHSAA is hoping the plays will allow discussion areas of mechanics, crew communication and rules study with football officials on high school mechanics and rules.

The plays are not meant to pick on any one official, crew or team. These plays are meant to be a learning tool to help promote what we all want to see from our officials.

Take ideas from these plays that you find helpful and apply them to your football officiating game. This week's video plays:

<https://www.youtube.com/watch?v=hThavXm8OU&feature=youtu.be>

Play Situations That Require the 40-Second Option

- (a) The Team A (offense) runner is stopped inbounds short of a first down. The game clock continues to run and the 40-second play clock is started immediately except at the end of a 4th down.
- (b) The Team A (offense) runner is stopped inbounds beyond the line-to-gain (first down). The game clock is stopped for the first down and the 40-second play clock is started immediately. The referee will then restart (wind) the game clock (no whistle involved) as quickly as the football is placed on the ground and ready for play.
- (c) The Team A (offense) runner or a Team A fumble or a Team A backward pass goes out of bounds. The game clock is stopped and the 40-second play clock is started immediately. The game clock will not start again until the next legal snap.
- (d) A Team A (offense) legal forward pass is incomplete. The game clock is stopped and the 40-second play clock is started immediately. The game clock will not start again until the next legal snap.
- (e) A double change of possession during the down occurs resulting in Team A in possession at the end -of the down. The game clock is stopped for a first down and the 40-second play clock is started immediately. The game clock may then be restarted (wind with no whistle) or not depending on whether out of bounds was a factor. (Example: Team A's forward pass is intercepted and Team B then fumbles during its return and Team A recovers.)

General Statements 40 Second Play Clock

- (a) Always set the play clock back to 40 during a down in progress. You will have plenty of time to change it back to 25 at the end of the down if necessary.
- (b) The common ready-for-play whistle/signal is not used for a 40-second play clock.
- (c) It is very important that the same individual in the press box is not responsible for both clocks if an on-field play clock is being used. An official on the field will be responsible for the play clock if and when visible play clocks are not available to be used.
- (d) The game clock operator must always be ready for the referee to wind/start the game clock when it is stopped. The game clock will always start on a legal snap if it is not already started/running prior to the legal snap.
- (e) Make certain that you always run the 25-second play clock prior to an extra point try, prior to a kickoff and prior to the kick following a safety
- (f) Regardless of whether or not visible play clocks are being used, the play clock official (Back Judge in a crew of 5) at 10 seconds remaining in the count will raise one hand into the air. At 5 seconds that official will count down with a one-arm swiping motion. When visible play clocks ARE used, the official will still use this mechanic. Back Judge and his signals are official. The on-field play clock is auxiliary. This will provide consistency for coaches/quarterbacks/others to monitor.
- (g) If for some unusual reason through no fault of Team A, the official's crew has not been able to place the ball ready in a timely fashion, and the running 40-second play clock gets down to around 20 seconds, the play clock should be reset to 25 seconds
- (h) If the "box man" or chains are not in place and Team A is ready to snap the ball, The Linesman will drop a bean bag on the sideline to mark the yard line from where the play

started. The 40-second play clock is NOT to be interrupted because the box or chains are not in place.

(i) There is no signal/whistle from the referee during the 40 seconds except to restart the game clock following a first down inbounds.

Extra Time-Out Due To Heat

The SDHSAA authorizes all football officials to call a “heat time-out” in the event of heat/humidity. This time-out is not charged to either team. The officials are authorized to call a heat time-out somewhere close to the mid-point of each quarter. It should be taken at a time when it will not strategically benefit or work to the disadvantage of either team-- after a change of possession. DO NOT take a heat time out when team is driving for a score.

The decision as to whether heat time-outs will be taken should be dealt with prior to the start of game—it is always better to error on the side of safety. The rationale for taking these additional time-outs is concern for the safety and health of the student/athletes. The additional time-outs will enable the athletes to cool down a bit and also get a drink of water or some other appropriate fluids.

If you use heat time-outs during the first half, you must use the heat time-outs during the second half even if there is a change in the weather conditions.

Officials plan to allow for longer breaks during the natural course of play (i.e.: going 90 seconds between score and kick-off, etc.) so athletes can cool down and get a drink of water.

35-Point Rule/50-Point Rule

When a team secures a 35 point lead in the second half, the clock will continue to run. Regulation timing is followed in the first half regardless of the score.

Beginning with the ensuing kick-off the following changes, and only these will be made regarding rules determining when the clock will and will not be stopped. The clock will run continuously except for the following situations when it will be stopped:

- Any time-out charged to a team (re-start with the ensuing snap)
- After a score (re-start clock with the ensuing kick-off when legally touched by R, or by the ensuing snap—kick out-of-bounds or touchback)
- Intermission between the 3rd and 4th quarter (re-start with snap)
- Extended injury time-out—only if coach is brought out (re-start with ready for play)
- Any time officials deem it necessary for safety reasons (re-start with ready for play)

Once the mercy rule is in effect, the clock will continue to run until the completion of the game. Regulation timing will not resume if the score differential drops below 35. If a team is 50 points or more ahead at the end of the first half or if it secures such a lead during the second half, the game is ended immediately.

The 35-Point Rule/50 –Point Rule only applies to Class 11A, Class 11B and 9-man games.

- The game clock will continue to run during the enforcement of penalties unless issues surrounding the enforcement will take significant time that officials would signal for an officials' timeout.
 - The game clock will continue to run after a change of team possession.
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Equipment Issues to be Addressed

It is critical for all game officials to continue to strengthen their efforts to address all issues that deal with the current equipment requirements. Game officials must focus on these three areas of concern:

- (1) required equipment not worn properly (pants that do not cover the knees)
- (2) required and/or legal equipment missing or not being used correctly (no knee pads, thigh guards or hip pads)
- (3) wearing illegal equipment (a hard cast not properly covered).

Crew members are encouraged to become very observant throughout their pre-game responsibilities and to be prepared to immediately address any equipment issues with the player and a coach. Appropriate communication with the player in the presence of the coach allows for correction to be made prior to the beginning of the contest and avoids problems during the game

Restricted Area—Rule 1-2-3g, 9-8-3

COACHES & OFFICIALS: The restricted area (formerly the coaches box) has been defined where a maximum of three coaches may communicate with players and substitutes during dead ball situations. The (up to three) coach(es) must move behind the restricted area before the ball becomes live. Coaches you need to name a “get-back-coach,” so you as coaches in the restricted area have ample room to move into this area before the ball becomes live.

This National Federation rule has been adopted for safety purposes for all parties involved.

If a game official unintentionally contacts a coach or other nonplayer in the restricted area while the ball is live, the team is assessed a 15-yard penalty for a nonplayer, illegal personal contact foul. As a nonplayer foul, the penalty is enforced from the succeeding spot. A second such offense would result in the head coach’s disqualification. Unlike a foul for sideline interference (non-contact, Rule 9-8-1k or 9-8-3), no warning or 5-yard penalty is required in this situation.

Officials, it is your responsibility to enforce the rule fairly (both teams) when a violation of the rule takes place. The SDHSAA understands you have a responsibility with players on the field, but when the rule is violated we expect you to address the situation when it presents itself.

Penalty enforcement applies to each individual team pertaining to any violation(s) enforced.

- First offense, flag, team sideline warning, no yardage penalty assessed
 - Sideline warning—don’t wait until the fourth quarter—if coaches are there now, it is because you as an official have let them be there the entire game
- Second offense, a five-yard penalty for sideline interference
- Third offense, 15 yard penalty for unsportsmanlike conduct charged to the offending head coach.

Free Blocking Zone

The free-blocking zone disintegrates and the exception for a player to block below the waist (offense or defense) and/or block in the back are not to continue AFTER the ball has left the zone.

Offensive or defensive players who are NOT on the line of scrimmage and in the free blocking zone at the snap are prohibited from blocking below the waist. A defensive player is on his line of scrimmage when he is within one yard of his scrimmage line at the

snap. The defensive player does not have to be in a three-point stance to be considered on the line of scrimmage.

When Team A is in the shotgun/pistol or scrimmage kick formation, blocking below the waist is legal if the block is initiated immediately at the snap (offensive linemen can't stand-up then go back down and block below the waist) while the ball is passing through the zone. If there is any delay, it is an illegal block.

Formation Rule Altered

Team A now needs only five (or three) players on its line at the snap, but cannot have more than four in the backfield.

Rule 2-32-3 (Page 35): A back is any Team A player who has no part of his body breaking the plane of an imaginary line drawn parallel to the line of scrimmage through the waist of the nearest teammate who is legally on the line, except for the player under the snapper, who is considered a back.

Rule 2-32-9 (Page 36): A lineman is any Team A player who is facing his opponent's goal line with the line of his shoulders approximately parallel thereto and with his head or foot breaking an imaginary plane drawn parallel to the line of scrimmage through the waist of the snapper when the ball is snapped.

Case Book Page 59: 7.3.2 SITUATION A

Line-to-Gain Equipment

Rule 1-3-5b: The official line-to-gain and down indicator shall be operated approximately 2 yards outside the sideline opposite the press box, except in stadiums where the total playing enclosure does not permit.

Officials Quiz 2019

Question 1: It is fourth and 10 from Team K's 23 yard-line. At the snap, Team K is flagged for an illegal formation. Team K's punt is caught by R2 at the 50-yard line and returned to Team K's 45 -yard line. Where is the penalty enforced?

Question 2: Receiving team fumbles on kicking team's 20 yard line. Kicking team picks up the ball and starts running and he fumbles on his own 30. The receiving team recovers on the kicking teams 32 and is tackled there. Would this allow the receiving team to accept the penalty and have it enforced from the kicking team's 32 yard line?

Question 3: If a first down is gained by Team A and then there is a dead ball personal foul on Team A after the play. What is the next down and distance?

Question 4: There are 7 times Team A/K can choose to move the spot to anywhere between the hash marks. What are the seven times?

Question 5: If there is a touchdown scored by Team A but there is a live ball personal foul for an illegal contact hit by Team A behind the play. Do you count the touchdown?

Question 6: 4th and 10 from the Team A's-20 yard line, Team A punts. R20 gives a valid fair catch signal, but muffs the kick at the B-40 yard line. During the loose ball, the Back Judge sounds his whistle before K15 recovers the ball at the B-45 yard line. What is the ruling for the inadvertent whistle?

Question 7: A1 catches a pass and has a clear path to the end zone. At the team B five yard line and before he scores, A1 points at and taunts pursuing B2. The line judge throws his flag for taunting and reports A1's foul as (a) unsportsmanlike conduct, or (b) a personal foul. What is the ruling?

Question 8: Team A has 11 players in the huddle when A12 enters the game. After about two seconds have elapsed, Team A breaks the huddle with 12 players. A5 continues to his team bench area. Is legal?

Football Officials Or Coaches Concerns

- If you have any play situations during your games that officials statewide should know about to help them become better officials, please send plays to be included in weekly bulletins.
- If you have questions about rule interpretation, please forward your concerns to buck.timmins@k12.sd.us or call me at 605-996-1483 (home) or 605-933-1493 (cell).
- If you have any questions or comments about any information you will receive this football season--please forward your concern to me.

Quiz Answers

Ruling 1: Team R may have the five yard penalty enforced from the previous spot, or have the penalty enforced from the succeeding spot (K's 45-yard line).

Ruling 2: If the foul by the kicking team was prior to the change of possession and the kicking team is not the next to put the ball in play, then the receiving team can choose to take the penalty from the succeeding spot (kicking teams 32 yard line).

Ruling 3: The penalty will be marked off 15 yards from the dead ball spot and it will be 1st and 10. The only way it can be 1st and 25 is if the dead ball foul occurred AFTER the ready for play, which is going to be very rare

Ruling 4: Rule (4-3-6) after a try, kickoff, safety, fair catch, awarded fair catch, touch back and for the start of OT. The team shall have the same option if the down is to be replayed or a dead-ball foul occurs.

Ruling 5: The touchdown does not score and the penalty is enforced from the spot of the foul. If the foul is on Team B, then score the TD and Team A would have the choice of having the foul enforced on the try or the subsequent kickoff

Ruling 6: Inadvertent whistle. The down will be replayed, Team A 4th and 10 from the A20, clock on Ready For Play. Reminder for the covering down field official to not have a quick whistle on these punt plays, make sure the ball is caught before sounding your whistle

Ruling 7: In (a), that is a live-ball foul penalized as a dead-ball foul. Team A keeps the score and the penalty is enforced on the try. In (b), the personal foul is a live-ball foul during a run. The penalty is enforced from the spot of the foul (team B's five yard line). It would be Team A's ball, first and 10 from team B's 20-yard line and the score would NOT count. A big difference based on how that infraction is reported. Unsportsmanlike conduct is the correct call on the play. Officials need to know what are personal fouls and unsportsmanlike fouls. Report the foul correctly to the referee.

Ruling 8: Legal. It is not a foul for Team A to break the huddle with 12 players as long as any replaced player begins to leave the field within three seconds of the arrival of his substitute

MIBT--Make It Be There!
